

WHAT IS CLAIMED IS:

1. A method for playing a real time game between two cellular phones comprising utilizing a packet of a communication protocol for communicating real time game data, said packet including a plurality of protocol data units (PDUs)
- 5 for storing a variety of data about said real time game whereby real time game data is transmitted from one of said cellular phones through said communication protocol, said real time game data is received and read at said other cellular phone, said real time game data is processed based on said communication protocol at said other cellular phone, and said real time game is played between
- 10 said cellular phones.
2. The method of claim 1, wherein said packet comprises a header data section including a source address, an object address, and a control address for processing errors and maintaining a normal transmission in said packet; and a general data section including said plurality of PDUs so as to contain data to be
- 15 transmitted from one of said cellular phones to said other remote cellular phone.
3. The method of claim 2, wherein said general data section further comprises:
 - a game label unit for labeling said packet to be transmitted as real time game data such that a microprocessor of said other cellular phone is capable of identifying data contained in said packet as real time game data after reading
 - 20 said packet;

a protocol edition unit for labeling said communication protocol utilized in transmitting said packet such that said microprocessor of said other cellular phone is capable of reading data contained in said packet by utilizing said communication protocol after reading said packet;
- 25 a data length unit for indicating volume of said packet to be transmitted such that said microprocessor of said other cellular phone is capable of knowing said size of data contained in said packet after reading said packet;

an identification unit for indicating kind of said real time game contained in said packet to be transmitted such that said microprocessor of said other cellular phone is capable of knowing said kind of said real time game contained in said packet after reading said packet so as to access a corresponding game software

5 thereafter; and

a plurality of predetermined units for containing said variety of data such that said microprocessor of said other cellular phone is capable of processing data contained in said packet after reading said packet.

4. The method of claim 3, further comprising a text message contained in one
10 of said predetermined units, said message being transmitted from one of said cellular phones to said other cellular phone while playing said real time game.